

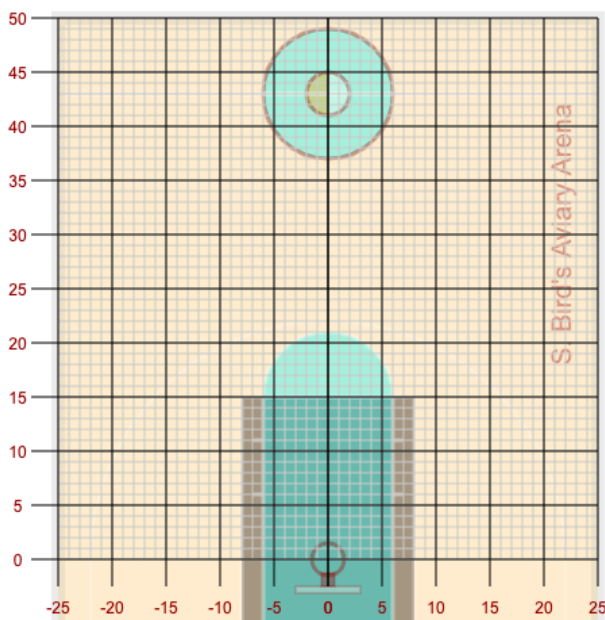
# Basketball Vectors

Step 1: Clearly show the location of your shooter in the picture given below. Make a right triangle using the following directions:

Hypotenuse: Draw from the shooter and the center of the basket

Leg 1: Draw from the shooter straight down to the 0 line

Leg 2: Draw it left or right along the 0 line to complete the triangle



Step 2: Show how you used the Pythagorean to find the distance from the shooter to the center of the basket.

Step 3: Show how you used trig to get the angle of the shot based on the compass rose attached to the player. Show the vector in the picture below. Enter your answers into the program to make sure you did everything correctly

